

PAT-NO: JP405216865A

DOCUMENT-IDENTIFIER: JP 05216865 A

TITLE: DEVICE AND SYSTEM FOR MANAGING GAME
IMPLEMENT

PUBN-DATE: August 27, 1993

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APPL-NO: JP04057178

APPL-DATE: February 6, 1992

INT-CL (IPC): G06F015/20, A63F007/02 , G07D009/00 ,
G07D009/00 , G06F015/62

ABSTRACT:

PURPOSE: To provide a management device by which a true person himself can execute depositing and payment without any help from an employee by discriminating an individual by detecting his physical feature whose theft is not feared.

CONSTITUTION: A game implement managing device 10 consists of an automatic

depositing device 11 and an automatic paying device 12 of a game implement of a coin, a medal, a pinball, etc., and the automatic depositing device 11 is provided with input ports 1, 1a and 1b, etc., of physical features such as a fingerprint, a voiceprint, a face image, etc., and at the time of depositing of the game implement, the number of its pieces and a personal feature of a depositing person are inputted and registered. At the time payment, by inputting the physical feature of the depositing person himself in the same way, the registered individual is discriminated, and only in the case he is confirmed as the person himself, the payment is executed.

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(19)日本国特許庁(JP)

(12) 公開特許公報(A)

(11)特許出願公開番号

特開平5-216865

(43)公開日 平成5年(1993)8月27日

(51)Int.Cl. ⁵	識別記号	庁内整理番号	F I	技術表示箇所
G 0 6 F 15/20		R 7218-5L		
A 6 3 F 7/02	3 3 7	8804-2C		
G 0 7 D 9/00	4 3 1	8513-3E		
	4 5 1 Z	8513-3E		
// G 0 6 F 15/62	4 6 5 K	9071-5L		

審査請求 未請求 請求項の数2(全 6 頁)

(21)出願番号 特願平4-57178

(22)出願日 平成4年(1992)2月6日

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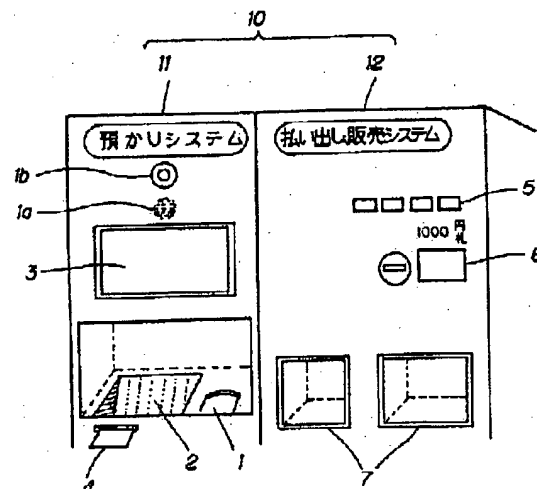
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(54)【発明の名称】 遊戯用具管理装置及びシステム

(57)【要約】

【目的】 盗難の恐れのない身体的特徴を用いて個人を識別し、従業員を介さずに真正の本人のみが預け入れ、払い出しすることができる管理装置を提供する。

【構成】 遊戯用具管理装置10は、コイン、メダル、パチンコ玉等の遊戯用具の自動預け入れ装置11及び自動払い出し装置12とから成り、自動預け入れ装置11は指紋・声紋・顔画像等身体的特徴の入力口1、1a、1b等を備え、遊戯用具の預け入れ時に、その個数と預ける人の個人的特徴を入力・登録する。払い出し時に預け入れた本人の身体的特徴を同様にして入力することにより登録された個人を識別し、本人と確認された場合のみ払い出しを行う。



【特許請求の範囲】

【請求項1】 遊戯用具の自動預け入れ及び自動払い出し機能と、指紋・声紋・顔画像等身体的特徴の入力・登録・識別機能を備え、遊戯用具の預け入れ時に、その個数と預ける人の個人的特徴を入力・登録し、払い出し時に、預け入れた本人の身体的特徴を入力することにより登録された個人を識別し、本人と確認された場合のみ払い出しを行うことを特徴とする遊戯用具管理装置。

【請求項2】 請求項1に記載の遊戯用具管理装置が各遊戯場間を結ぶ通信ネットワークに接続され、同じネットワークに接続された他の装置との間で情報を交換し、ネットワーク内のどの装置においても共通の預け入れ、払い出しが可能なことを特徴とする遊戯用具管理システム。

【発明の詳細な説明】

【0001】

【産業上の利用分野】本発明は、遊戯場等における遊戯用具、例えば、コイン、メダル、パチンコ玉等の管理装置及び該管理装置を用いた管理システムに関する。

【0002】

【従来の技術】パチンコ店では、会員カードによる方式が一部で採用されており、また、風営適正化法（法第二条第一項第八号）規制のゲームセンターでは磁気カードや暗証番号によるシステムが採用できないため、従業員が客の筆跡を確認することにより個人を識別している。

【0003】

【発明が解決しようとする課題】会員カード方式では借用、盗難などにより預け入れた本人以外の人物でも使用でき、又、カード発行までに日数や手間がかかり、人件費その他の経費が多く発生する。又、客の筆跡確認では従業員による判断が異なる恐れがあり、個人識別の基準があいまいになる。本発明は、盗難の恐れのない身体的特徴を用いて個人を識別し、従業員を介さずに正しい本人のみが預け入れ、払い出しすることができる管理装置及び管理システムを提供する。

【0004】

【課題を解決するための手段】遊戯用具の自動預け入れ、払い出し機能をもつ管理装置に、指紋入力装置・音声入力装置・カメラなどの身体的特徴を入力できる装置と、入力した身体的特徴を処理する装置と、処理された特徴を登録（記憶）する装置と、登録されている特徴と入力された特徴を比較して個人を識別する処理装置を備え、識別の結果により預け入れ、払い出し機能を制御する。

【0005】

【作用】預け入れ時に入力された身体的特徴が処理登録され、払い出し時に入力された身体的特徴（指紋、声紋、顔画像等）と登録されている特徴が一致したときのみ払い出しを可能とするため、人手を介さずに確実に本人の確認、払い出しが可能であり、盗難などの心配がな

い。コイン、メダル、パチンコ玉の自動カウント機、貸出機及び預け入れ払い出し機を系統的にドッキングさせる事により、各機器間のコイン、メダル、パチンコ玉の補充作業が軽減出来る。各店舗間の管理装置を通信ネットワークで接続し、ホストコンピュータでトータル管理することにより、コイン、メダル、パチンコ玉等を預け入れた店舗以外でも払い出し、預け入れが可能になる。

【0006】

【実施例】本発明は、上記課題を解決するために、

（1）請求項1に記載した管理装置は、遊戯用具の自動預け入れ及び自動払い出し機能と、指紋・声紋・顔画像等身体的特徴の入力・登録・識別機能を備え、遊戯用具の預け入れ時に、その個数と預ける人の個人的特徴を入力・登録し、払い出し時に、預け入れた本人の身体的特徴を入力することにより登録された個人を識別し、本人と確認された場合のみ払い出しを行うことを特徴としたものであり、（2）請求項2に記載した管理システムは、上記（1）に記載の遊戯用具管理装置が各遊戯場間を結ぶ通信ネットワークに接続され、同じネットワークに接続された他の管理装置との間で情報を交換し、ネットワーク内のどの管理装置においても共通の預け入れ、払い出しが可能なことを特徴としたものである。

【0007】図1は、本発明による遊戯用具管理装置、図2及び図3は、その動作説明をするためのフローチャートで、図1のディスプレイ3には、図2及び図3に示す操作方法が表示され、その指示に従って操作を行う。図1において、1は指紋入力部、1aは声紋入力部、1bは顔画像入力部で、このうちのいずれかを利用して身体的特徴を入力する。なお、身体的特徴は、上記例に限定されるものではない。

【0008】以下、指紋入力1を使用する場合を例にとり、操作を説明する。ディスプレイ3はタッチパネルになっており、このディスプレイ3には、預け入れ①、払い出し②が表示されている。そこで、預け入れの場合には、預け入れ①の部分を押して預け入れ機能①を選択する（step1）。すると、ディスプレイ3には指紋入力の指示が表示される（step2）ので、それによって入力部1に指を置き、指紋を入力する。入力された指紋画像是処理部によって処理され、特徴量が求められる。確認のためディスプレイ3に再度指紋入力が指示され（step3）、2度目の入力画像から同様に求めた特徴量と最初に求めた特徴量が比較され、一致したときその特徴量が記憶、登録される（step4）。続いて、コイン、メダル、パチンコ玉等投入の指示がディスプレイ3に表示され（step5）、利用者は預けたいコイン、メダル、パチンコ玉等を投入口2に入れる。預け入れ装置11は投入された個数を数え、登録された特徴量と共に記憶し、内容をディスプレイ3に表示（step6）し、または、必要に応じてプリントアウト（step7）する。

【0009】払い出し機能②が選択された場合(step 1)も同様にして操作が表示され、指紋入力部1の指示がディスプレイ3に表示され(step 8)、指示に従ってまず指を指紋入力部1に置き指紋を入力する。入力された指紋画像から特徴量が求められ、すでに登録されている特徴量と比較され(step 9)、一致する特徴量が登録されていればその人物を利用者と判断し、払い出し装置12は記憶内容に従って払い出し動作を行う(step 10)。一致する特徴量が登録されていないならばその人物は利用者ではないと判断し、払い出し不可(step 11)、再入力要求(step 12)などがディスプレイ3に表示される。

【0010】図4は、図1に示した管理装置10をネットワーク20を介してホストコンピュータ30と結合し、登録データを全ネットワークで共通利用可能としたものど、ネットワーク内のいずれかの装置10で払い出しを行う場合、ネットワークを通して登録データの照会を行い、いずれかの装置で登録された特徴量と一致した場合にのみ払い出しを行う。又、登録されている各自の特徴量はコイン、メダル、パチンコ玉等の残数が0にな

【0011】

【発明の効果】本発明による管理装置によると、払い出し時の本人の確認が個人の身体的特徴(指紋、声紋、顔画像など)によるものであるため、預かり証、磁気カード、プリペイドカードや暗証番号のように他人への売買

が行えないという効果を有する。本管理装置利用時に必要なデータは、個人の身体的特徴(指紋、声紋、顔画像など)に係る特徴量であるため、全自動プログラムを構築すれば、コイン、メダル、パチンコ玉などの預け入れ、払い出し操作を利用者のみで行うことができ、従業員の管理業務の省力化や無人化ができる。従来の本人確認の手段は筆跡によるものであったため、コンピュータでのネットワーク化が困難であったが、指紋、声紋、顔画像などの身体的特徴を採用することにより簡単に構築可能となる。

【図面の簡単な説明】

【図1】本発明による遊戯用具管理装置の一実施例を説明するための構成図である。

【図2】図1に示した管理装置の動作の一部を説明するためのフローチャートである。

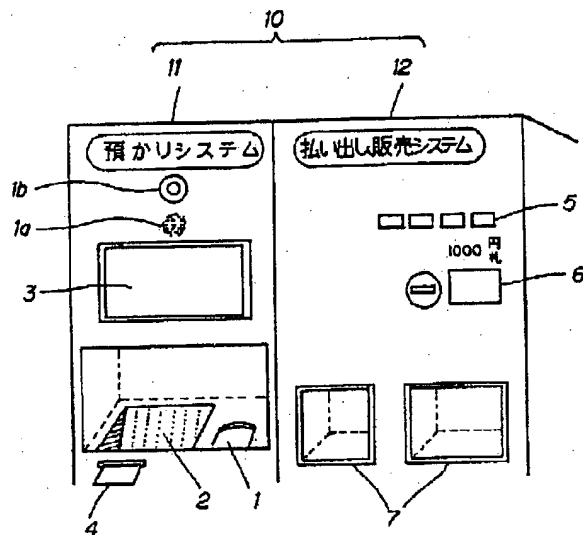
【図3】図1に示した管理装置の動作の一部を説明するためのフローチャートである。

【図4】本発明による遊戯用具管理システムの一実施例を説明するための構成図である。

【符号の説明】

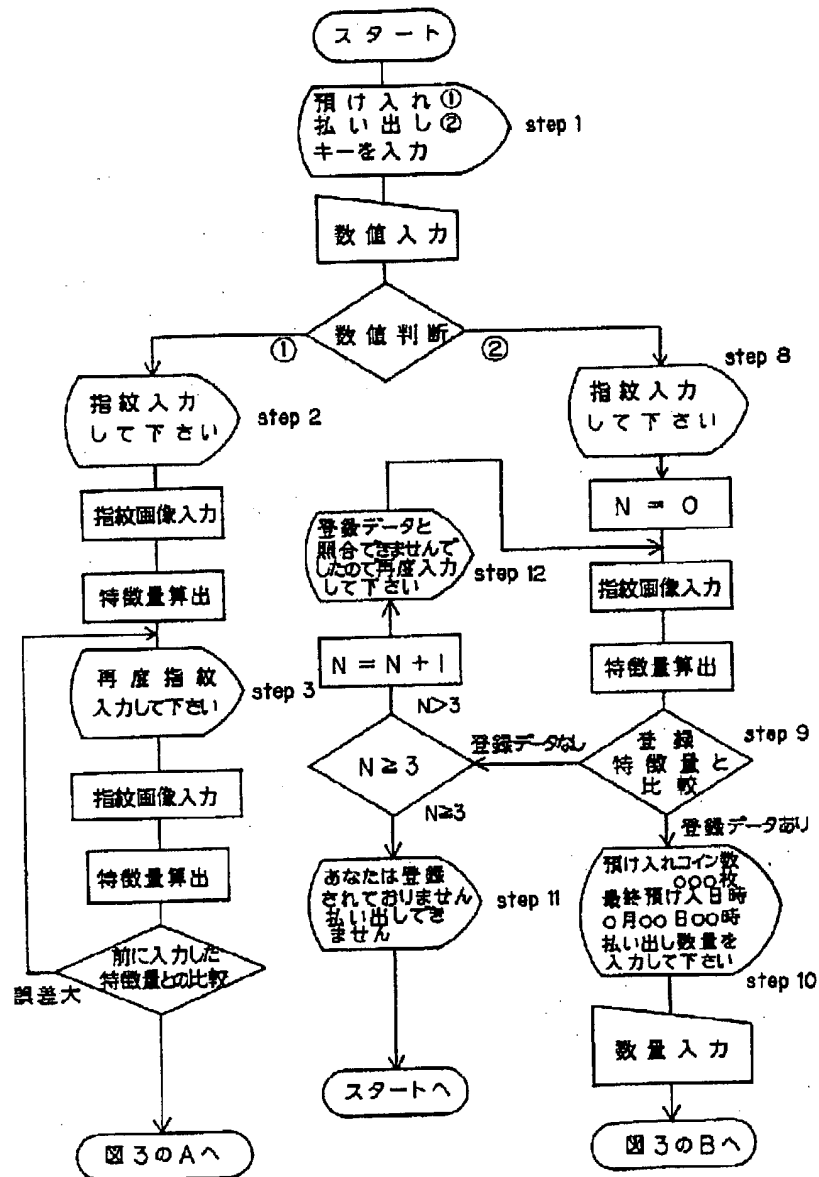
1…指紋入力部、1a…声紋入力部、1b…顔画像入力部、2…遊戯用具投入口、3…タッチパネル方式ディスプレイ、4…プリンター、5…払い出し用スイッチ、6…紙幣、硬貨の投入口、7…遊戯用具貸出口、11…預け入れ装置、12…払い出し装置、10…遊戯用具管理装置、20…ネットワーク、30…ホストコンピュータ。

【図1】

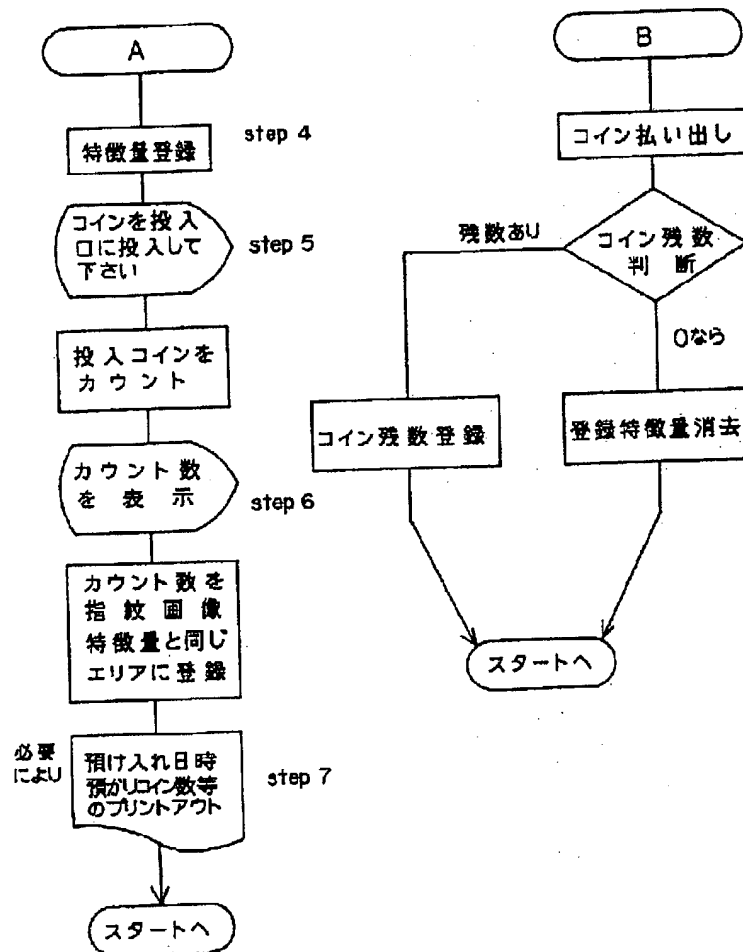


【図2】

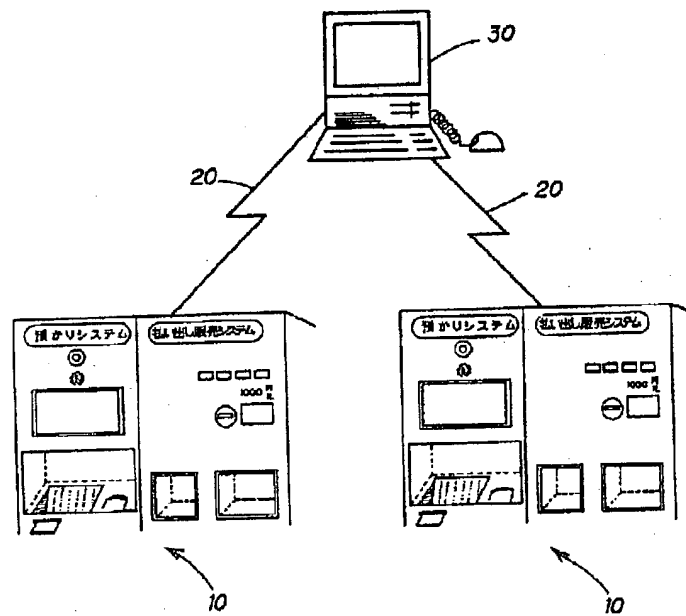
遊戯用具管理装置フローチャート



【図3】



【図4】



フロントページの続き

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PATENT ABSTRACTS OF JAPAN

(11)Publication number : 05-216865

(43)Date of publication of application : 27.08.1993

(51)Int.Cl.

G06F 15/20
 A63F 7/02
 G07D 9/00
 G07D 9/00
 // G06F 15/62

(21)Application number : 04-057178

(71)Applicant : SHARP CORP

(22)Date of filing : 06.02.1992

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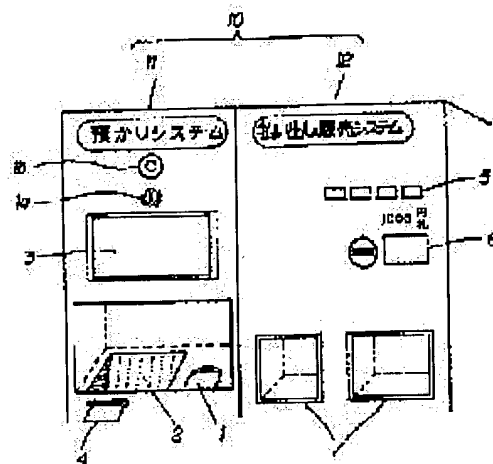
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(54) DEVICE AND SYSTEM FOR MANAGING GAME IMPLEMENT

(57)Abstract:

PURPOSE: To provide a management device by which a true person himself can execute depositing and payment without any help from an employee by discriminating an individual by detecting his physical feature whose theft is not feared.

CONSTITUTION: A game implement managing device 10 consists of an automatic depositing device 11 and an automatic paying device 12 of a game implement of a coin, a medal, a pinball, etc., and the automatic depositing device 11 is provided with input ports 1, 1a and 1b, etc., of physical features such as a fingerprint, a voiceprint, a face image, etc., and at the time of depositing of the game implement, the number of its pieces and a personal feature of a depositing person are inputted and registered. At the time payment, by inputting the physical feature of the depositing person himself in the same way, the registered individual is discriminated, and only in the case he is confirmed as the person himself, the payment is executed.



LEGAL STATUS

[Date of request for examination]

[Date of sending the examiner's decision of rejection]

[Kind of final disposal of application other than the examiner's decision of rejection or application converted registration]

[Date of final disposal for application]

[Patent number]

[Date of registration]

[Number of appeal against examiner's decision of rejection]

[Date of requesting appeal against examiner's decision of rejection]

[Date of extinction of right]

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CLAIMS

[Claim(s)]

[Claim 1] The play tools management equipment which carries out [paying out, only when it had an automatic deposit of play tools and an automatic expenditure function, and the input and registration / discernment function of bodily features, such as a fingerprint, a voiceprint, and a face image, and the number and the personal characteristics of those who deposit inputted and register at the time of a deposit of play tools, the individual registered by inputting his bodily features which deposited at the time of expenditure identifies and it is checked with him, and] as the description.

[Claim 2] The play tools managerial system which exchanges information among other equipments by which connected with the communication network to which between each recreation hall is connected, and play tools management equipment according to claim 1 was connected to the same network, and is characterized by a common deposit and expenditure being possible in every equipment in a network.

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DETAILED DESCRIPTION

[Detailed Description of the Invention]

[0001]

[Industrial Application] This invention relates to the managerial system using management equipment and these management equipments, such as the play tools in a recreation hall etc., for example, coin, a medal, and a pachinko ball.

[0002]

[Description of the Prior Art] In the pachinko parlor, since the method by the member card is adopted partly and the system by the magnetic card or the personal identification number cannot be adopted in the game center of the **** rationalizing method (first **** No. 8 of two article of ****) regulation, when an employee checks a visitor's hand, the individual is identified.

[0003]

[Problem(s) to be Solved by the Invention] him who deposited according to borrowing, a theft, etc. in the member card system -- it can be used also by the person of an except, and days and time and effort are taken by card issue, and the cost of a labor cost and others occurs mostly. Moreover, in a hand check of a visitor, there is a possibility that decision by the employee may differ and the criteria of identification become ambiguous. the ** which this invention identifies an individual using bodily features without fear of a theft, and does not mind an employee -- the right -- only he deposits and offers the management equipment and the managerial system which can be paid out.

[0004]

[Means for Solving the Problem] It has the equipment which can input the bodily features of a fingerprint input unit, an audio input unit, a camera, etc. into management equipment with an automatic deposit of play tools and an expenditure function, the equipment which process the bodily features which inputted, the equipment which register the processed description (storage), and the processor which compare the description registered with the description which were inputted and identify an individual, it deposits by the result of discernment, and an expenditure function controls.

[0005]

[Function] Only when the bodily features (a fingerprint, a voiceprint, face image, etc.) inputted at the time of expenditure and the description registered are in agreement, in order to carry out processing registration of the bodily features inputted at the time of a deposit, and to make expenditure possible, without through a help, his check and expenditure are certainly possible and there are no worries about a theft etc. The supplement activity of the coin between each device, a medal, and a pachinko ball is mitigable coin, a medal, the automatic count machine of a pachinko ball, a loan machine, and by depositing and making an expenditure machine dock systematically. By connecting the management equipment between each store in a communication network, and carrying out total management with a host computer, it pays out also except the store which deposited coin, the medal, the pachinko ball, etc., and a deposit becomes possible.

[0006]

[Example] In order that this invention may solve the above-mentioned technical problem, the

management equipment indicated to (1) claim 1 It has an automatic deposit of play tools and an automatic expenditure function, and input and registration / discernment function of bodily features, such as a fingerprint, a voiceprint, and a face image. At the time of a deposit of play tools, the number and the personal characteristics of those who deposit are inputted and registered. The individual registered by inputting his bodily features deposited at the time of expenditure is identified. The managerial system which was characterized by paying out only when checked with him, and was indicated to (2) claim 2 Information is exchanged among other management equipments which the play tools management equipment of a publication was connected to the above (1) in the communication network to which between each recreation hall is connected, and were connected to the same network, and it is characterized by a common deposit and expenditure being possible in every management equipment in a network.

[0007] The operating instructions which are the flow charts for giving the explanation of operation, and are shown in the display 3 of drawing 1 at drawing 2 and drawing 3 are displayed, and play tools management equipment according [drawing 1] to this invention, drawing 2 , and drawing 3 operate it according to the directions. In drawing 1 , in 1, the voiceprint input section and 1b are the face image input sections, and the fingerprint input section and 1a input bodily features using either of these. In addition, bodily features is not limited to the above-mentioned example.

[0008] The case where the fingerprint input 1 is used is hereafter taken for an example, and actuation is explained. The display 3 is a touch panel, it deposits in this display 3 and ** and expenditure ** are displayed on it. So, in a deposit, it deposits, the part of ** is pushed and deposited in it, and function ** is chosen as it (step1). Then, it is that as which directions of a fingerprint input are displayed on a display 3 (step2), and according to it, a finger is put on the input section 1, and a fingerprint is inputted. The inputted fingerprint image is processed by the processing section and characteristic quantity is calculated. A fingerprint input is again directed on a display 3 for a check (step3), the characteristic quantity similarly calculated from the 2nd input image and the characteristic quantity for which the beginning was asked are measured, and when in agreement, the characteristic quantity is memorized and registered (step4). Then, directions of injections, such as coin, a medal, and a pachinko ball, are displayed on a display 3 (step5), and a user puts coin to deposit, a medal, a pachinko ball, etc. into input port 2. The supplied number is counted, and deposit equipment 11 memorizes it with the registered characteristic quantity, and displays the contents on a display 3 (step6), or prints them out if needed (step7).

[0009] When expenditure function ** is chosen (step1), actuation is displayed similarly, and directions of a fingerprint input are displayed on a display 3 (step8), put a finger on the fingerprint input section 1 first according to directions, and input a fingerprint. Characteristic quantity will be calculated from the inputted fingerprint image, it is compared with the already registered characteristic quantity (step9), and if characteristic quantity in agreement is registered, the person will be judged to be a user and expenditure equipment 12 will perform expenditure actuation according to the contents of storage (step10). If characteristic quantity in agreement is not registered, the person judges that he is not a user and expenditure being impossible (step11), a reinput demand (step12), etc. are displayed on a display 3.

[0010] Drawing 4 refers for registration data through a network, when the management equipment 10 shown in drawing 1 is combined with a host computer 30 through a network 20 and the bottom also pays out registration data with the equipment 10 of an either a throat or a network as it is available in common in all networks, and only when in agreement with the characteristic quantity registered with one of equipments, it pays out. Moreover, when a fixed period passes from the time of the numbers of **, such as coin, a medal, and a pachinko ball, being set to 0, as for each one of characteristic quantity registered, and the last deposit, each one of characteristic quantity has the function eliminated automatically.

[0011]

[Effect of the Invention] Since his check at the time of expenditure is based on individual bodily features (a fingerprint, a voiceprint, face image, etc.) according to the management equipment by this invention, it has the effectiveness that dealing to others cannot be performed like a claim check, a magnetic card, a

prepaid card, or a personal identification number. Since data required for this management equipment utilization time are the characteristic quantity concerning individual bodily features (a fingerprint, a voiceprint, face image, etc.), if a full automatic program is built, they can perform a deposit of coin, a medal, a pachinko ball, etc. and expenditure actuation only by the user, and can perform laborsaving and full automation of an employee of management business. conventional him -- although the network by computer was difficult for it since the means of a check was what is depended on a hand, construction becomes possible simply by adopting the bodily features of a fingerprint, a voiceprint, a face image, etc.

[Translation done.]

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TECHNICAL FIELD

[Industrial Application] This invention relates to the managerial system using management equipment and these management equipments, such as the play tools in a recreation hall etc., for example, coin, a medal, and a pachinko ball.

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PRIOR ART

[Description of the Prior Art] In the pachinko parlor, since the method by the member card is adopted partly and the system by the magnetic card or the personal identification number cannot be adopted in the game center of the **** rationalizing method (first **** No. 8 of two article of ****) regulation, when an employee checks a visitor's hand, the individual is identified.

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TECHNICAL PROBLEM

[Problem(s) to be Solved by the Invention] him who deposited according to borrowing, a theft, etc. in the member card system -- it can be used also by the person of an except, and days and time and effort are taken by card issue, and the cost of a labor cost and others occurs mostly. Moreover, in a hand check of a visitor, there is a possibility that decision by the employee may differ and the criteria of identification become ambiguous. the ** which this invention identifies an individual using bodily features without fear of a theft, and does not mind an employee -- the right -- only he deposits and offers the management equipment and the managerial system which can be paid out.

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EFFECT OF THE INVENTION

[Effect of the Invention] Since his check at the time of expenditure is based on individual bodily features (a fingerprint, a voiceprint, face image, etc.) according to the management equipment by this invention, it has the effectiveness that dealing to others cannot be performed like a claim check, a magnetic card, a prepaid card, or a personal identification number. Since data required for this management equipment utilization time are the characteristic quantity concerning individual bodily features (a fingerprint, a voiceprint, face image, etc.), if a full automatic program is built, they can perform a deposit of coin, a medal, a pachinko ball, etc. and expenditure actuation only by the user, and can perform laborsaving and full automation of an employee of management business. conventional him -- although the network by computer was difficult for it since the means of a check was what is depended on a hand, construction becomes possible simply by adopting the bodily features of a fingerprint, a voiceprint, a face image, etc.

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MEANS

[Means for Solving the Problem] It has the equipment which can input the bodily features of a fingerprint input unit, an audio input unit, a camera, etc. into management equipment with an automatic deposit of play tools and an expenditure function, the equipment which process the bodily features which inputted, the equipment which register the processed description (storage), and the processor which compare the description registered with the description which were inputted and identify an individual, it deposits by the result of discernment, and an expenditure function controls.

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OPERATION

[Function] Only when the bodily features (a fingerprint, a voiceprint, face image, etc.) inputted at the time of expenditure and the description registered are in agreement, in order to carry out processing registration of the bodily features inputted at the time of a deposit, and to make expenditure possible, without through a help, his check and expenditure are certainly possible and there are no worries about a theft etc. The supplement activity of the coin between each device, a medal, and a pachinko ball is mitigable coin, a medal, the automatic count machine of a pachinko ball, a loan machine, and by depositing and making an expenditure machine dock systematically. By connecting the management equipment between each store in a communication network, and carrying out total management with a host computer, it pays out also except the store which deposited coin, the medal, the pachinko ball, etc., and a deposit becomes possible.

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EXAMPLE

[Example] In order that this invention may solve the above-mentioned technical problem, the management equipment indicated to (1) claim 1 It has an automatic deposit of play tools and an automatic expenditure function, and input and registration / discernment function of bodily features, such as a fingerprint, a voiceprint, and a face image. At the time of a deposit of play tools, the number and the personal characteristics of those who deposit are inputted and registered. The individual registered by inputting his bodily features deposited at the time of expenditure is identified. The managerial system which was characterized by paying out only when checked with him, and was indicated to (2) claim 2 Information is exchanged among other management equipments which the play tools management equipment of a publication was connected to the above (1) in the communication network to which between each recreation hall is connected, and were connected to the same network, and it is characterized by a common deposit and expenditure being possible in every management equipment in a network.

[0007] The operating instructions which are the flow charts for giving the explanation of operation, and are shown in the display 3 of drawing 1 at drawing 2 and drawing 3 are displayed, and play tools management equipment according [drawing 1] to this invention, drawing 2 , and drawing 3 operate it according to the directions. In drawing 1 , in 1, the voiceprint input section and 1b are the face image input sections, and the fingerprint input section and 1a input bodily features using either of these. In addition, bodily features is not limited to the above-mentioned example.

[0008] The case where the fingerprint input 1 is used is hereafter taken for an example, and actuation is explained. The display 3 is a touch panel, it deposits in this display 3 and ** and expenditure ** are displayed on it. So, in a deposit, it deposits, the part of ** is pushed and deposited in it, and function ** is chosen as it (step1). Then, it is that as which directions of a fingerprint input are displayed on a display 3 (step2), and according to it, a finger is put on the input section 1, and a fingerprint is inputted. The inputted fingerprint image is processed by the processing section and characteristic quantity is calculated. A fingerprint input is again directed on a display 3 for a check (step3), the characteristic quantity similarly calculated from the 2nd input image and the characteristic quantity for which the beginning was asked are measured, and when in agreement, the characteristic quantity is memorized and registered (step4). Then, directions of injections, such as coin, a medal, and a pachinko ball, are displayed on a display 3 (step5), and a user puts coin to deposit, a medal, a pachinko ball, etc. into input port 2. The supplied number is counted, and deposit equipment 11 memorizes it with the registered characteristic quantity, and displays the contents on a display 3 (step6), or prints them out if needed (step7).

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DESCRIPTION OF DRAWINGS

[Brief Description of the Drawings]

[Drawing 1] It is a block diagram for explaining one example of the play tools management equipment by this invention.

[Drawing 2] It is a flow chart for explaining a part of actuation of the management equipment shown in drawing 1 .

[Drawing 3] It is a flow chart for explaining a part of actuation of the management equipment shown in drawing 1 .

[Drawing 4] It is a block diagram for explaining one example of the play tools managerial system by this invention.

[Description of Notations]

1 [-- Play tools input port, 3 / -- A touch panel method display, 4 / -- A printer, 5 / -- The switch for expenditure, 6 / -- The input port of a bill and a coin, 7 / -- Play tools loan opening, 11 / -- Deposit equipment, 12 / -- Expenditure equipment, 10 / -- Play tools management equipment, 20 / -- A network, 30 / -- Host computer.] -- The fingerprint input section, 1a -- The voiceprint input section, 1b -- The face image input section, 2

[Translation done.]

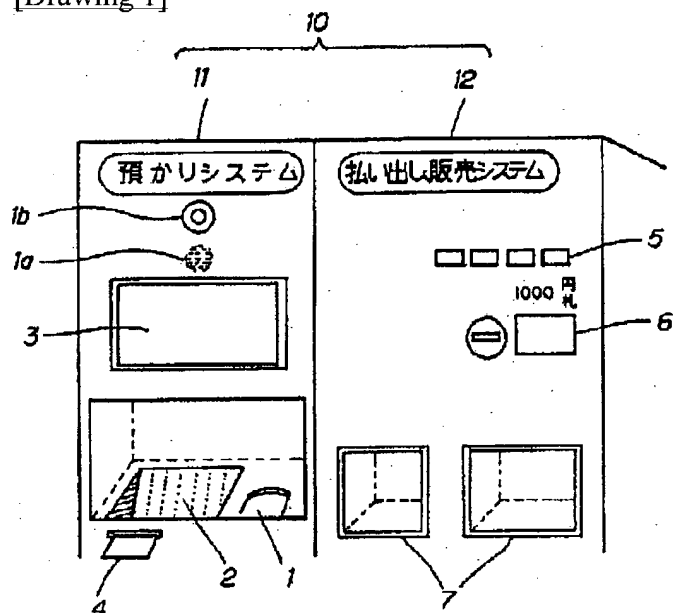
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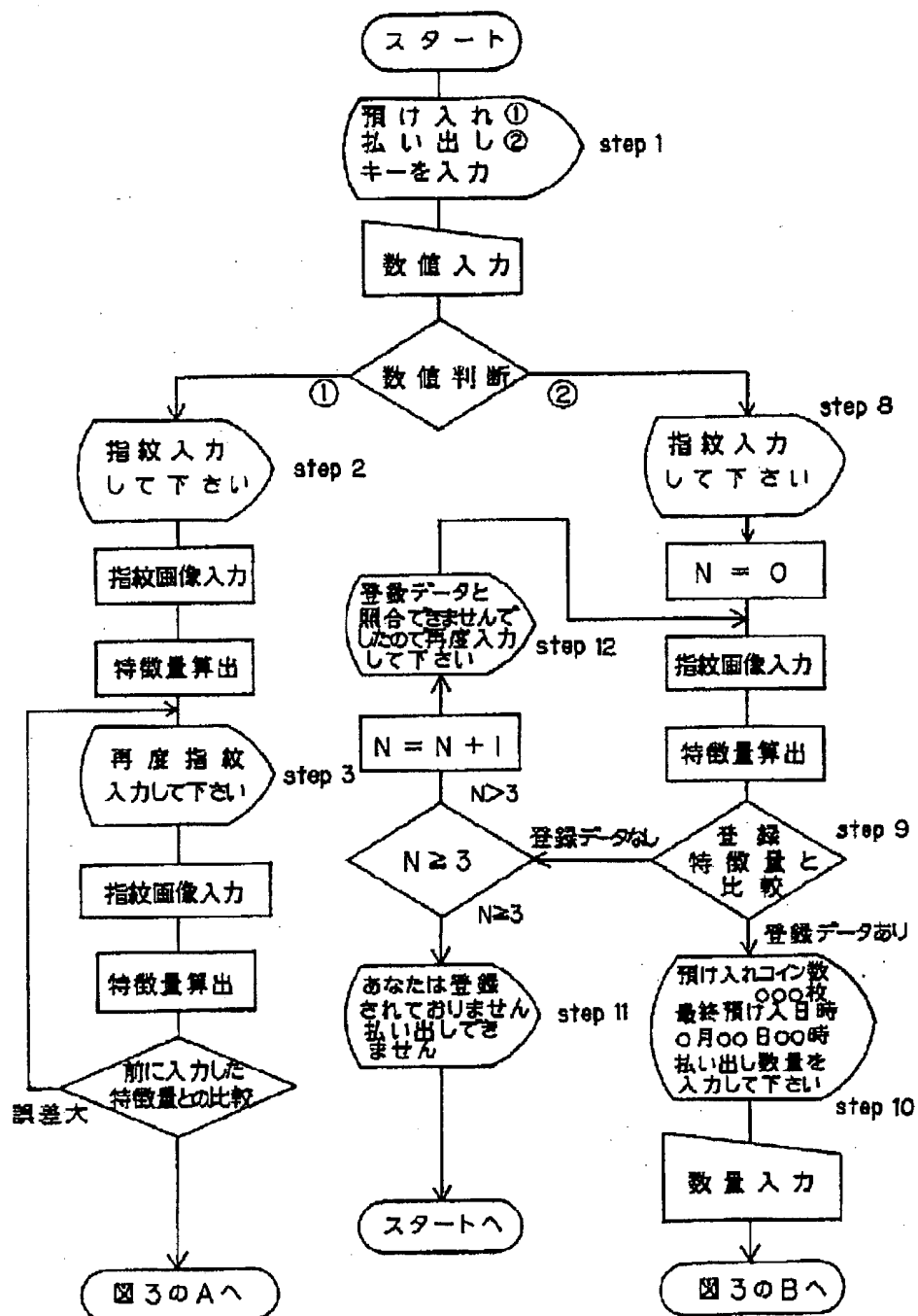
DRAWINGS

[Drawing 1]

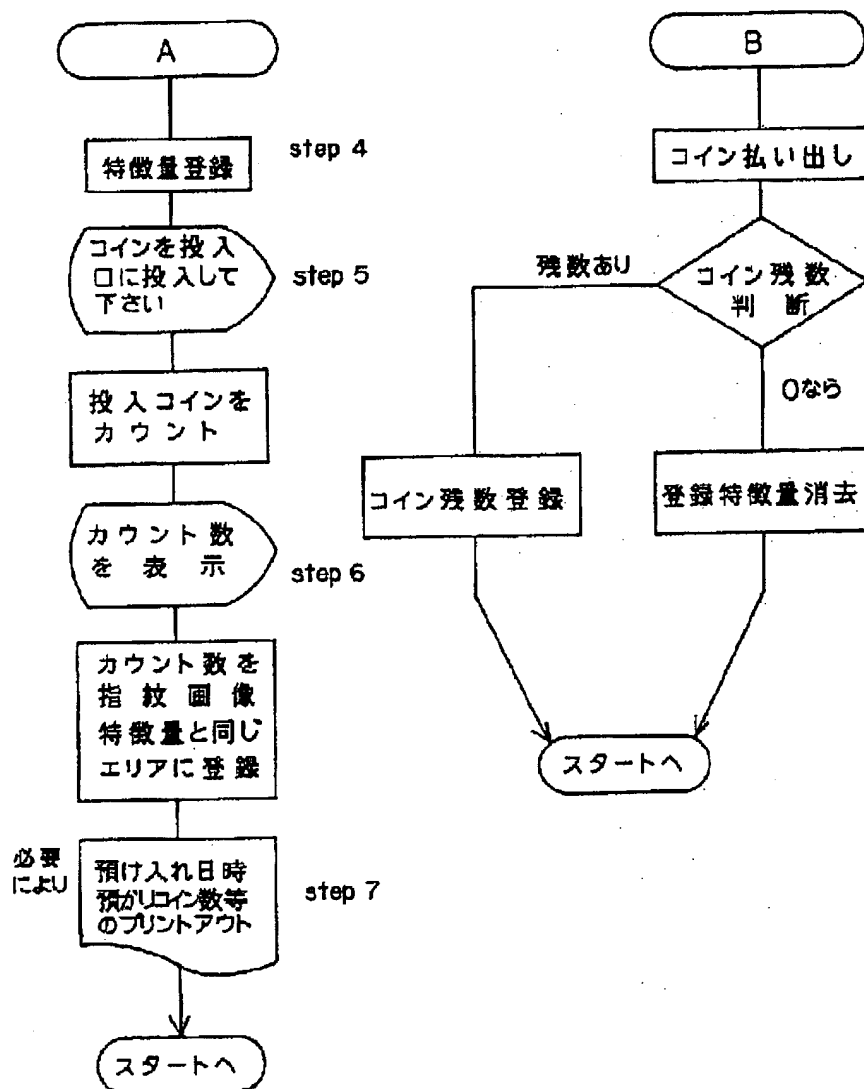


[Drawing 2]

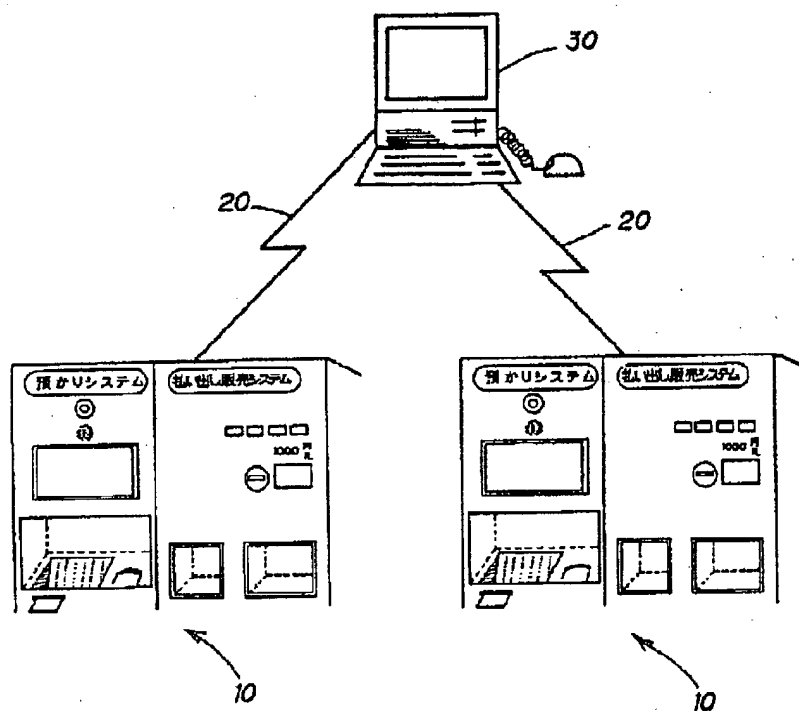
遊戯用具管理装置フローチャート



[Drawing 3]



[Drawing 4]



[Translation done.]